

CLAIMS

The invention is claimed as follows:

1. A method of operating a poker game, said method comprising:
 - 5 (a) receiving an initial wager from a player;
 - (b) dealing a hand to a player including a first plurality of cards from a deck of cards, wherein said deck of cards includes fifty-two standard cards and at least one negative impact card;
 - (c) evaluating the cards in the hand; and
 - 10 (d) providing an award to the player if the hand includes a winning combination of cards, wherein, if the negative card is in the hand, the negative impact card cannot be part of any winning combination.
2. The method of Claim 1, wherein dealing the hand to the player
15 includes dealing at least one of the first plurality of cards in the hand face-up to the player.
3. The method of Claim 1, wherein dealing the hand to the player
includes dealing a plurality of the first plurality of cards in the hand face-up to
20 the player.
4. The method of Claim 1, wherein dealing the hand to the player
includes dealing all of the first plurality of cards in the hand face-up to the
25 player.
5. The method of Claim 1, which includes enabling the player to
cause the replacement of at least one of the first plurality of cards with at least
one other card from the deck of cards.

6. The method of Claim 5, wherein said deck of cards includes at least one positive impact card.

7. The method of Claim 6, wherein whether a card is a positive impact or a negative impact card is revealed to the player after the player has caused the replacement, if any, of at least one of the first plurality of cards with at least one other card from the deck of cards.

8. The method of Claim 6, which includes displaying whether a card is a positive impact card or a negative impact card after the player has caused the replacement, if any, of at least one of the first plurality of cards with at least one other card from the deck of cards.

9. The method of Claim 8, wherein determining whether a card is a positive impact card or a negative impact card is random.

10. The method of Claim 5, wherein enabling the player to cause the replacement of at least one of the first plurality of cards includes enabling the player to cause the replacement of any of said first plurality of cards including any negative cards if said negative cards are in said first plurality of cards.

11. The method of Claim 5, wherein enabling the player to cause the replacement of at least one of the first plurality of cards includes enabling the player to cause the replacement of any of said first plurality of cards except the negative card if said negative card is one of said first plurality of cards.

12. The method of Claim 1, which includes replacing at least one of the first plurality of cards with at least one other card from the deck of cards.

13. The method of Claim 12, wherein replacing at least one of the first plurality of cards includes displaying at least one of the replacement cards face-up to the player.

14. The method of Claim 12, wherein replacing at least one of the first plurality of cards includes returning the replaced card to the deck of cards.

5 15. The method of Claim 1, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: one pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal straight flush.

10 16. The method of Claim 1, which is operated via a data network.

17. The method of Claim 16, wherein the data network is an internet.

15 18. The method of Claim 1, wherein the cards are virtual and are adapted to be displayed by a display device of a gaming machine.

19. The method of Claim 1, wherein computer instructions for implementing steps (a) to (d) are stored on a memory device.

20. A method of operating a poker game, said method comprising:

- (a) receiving an initial wager from a player;
- (b) dealing a hand to a player including a first plurality of cards from a deck of cards, wherein said deck of cards includes at least one negative impact card;
- (c) enabling the player to cause the replacement of one or more of the first plurality of cards each for at least one other card from the deck of cards, wherein the player can cause the replacement of any negative cards if said negative cards are in said first plurality of cards;
- (d) evaluating the cards in the hand; and
- (e) providing an award to the player if the hand includes a winning combination of cards, wherein, if the negative card is in the hand, the negative impact card cannot be part of any winning combination.

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21. The method of Claim 20, wherein said deck of cards includes at least one positive impact card.

22. The method of Claim 21, wherein whether a card is a positive impact or a negative impact card is revealed to the player after the player has caused the replacement, if any, of at least one of the first plurality of cards with at least one other card from the deck of cards.

23. The method of Claim 21, which includes displaying whether a card is a positive impact card or a negative impact card after the player has caused the replacement, if any, of at least one of the first plurality of cards with at least one other card from the deck of cards.

24. The method of Claim 23, wherein determining whether a card is a positive impact card or a negative impact card is random.

25. The method of Claim 20, wherein dealing the hand to the player includes dealing at least one of the first plurality of cards in the hand face-up to the player.

5 26. The method of Claim 20, wherein dealing the hand to the player includes dealing a plurality of the first plurality of cards in the hand face-up to the player.

10 27. The method of Claim 20, wherein dealing the hand to the player includes dealing all of the first plurality of cards in the hand face-up to the player.

15 28. The method of Claim 20, wherein replacing at least one of the first plurality of cards includes returning the replaced card to the deck of cards.

 29. The method of Claim 20, wherein replacing at least one of the first plurality of cards includes displaying at least one of the replacement cards face-up to the player.

20 30. The method of Claim 20, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: one pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

25 31. The method of Claim 20, which is operated via a data network.

 32. The method of Claim 31, wherein the data network is an internet.

30 33. The method of Claim 20, wherein the cards are virtual and are displayed by a display device of a gaming machine.

34. The method of Claim 20, wherein computer instructions for implementing steps (a) to (e) are stored on a memory device.

5 35. A method of operating a poker game, said method comprising:
 (a) receiving an initial wager from a player;
 (b) dealing a hand to a player including a first plurality of
cards from a deck of cards, wherein said deck of cards includes at least
one negative impact card;
 (c) enabling the player to cause the replacement of at least
10 one of the first plurality of cards except any negative impact card each
for at least one other card from the deck of cards;
 (d) evaluating the cards in the hand; and
 (e) providing an award to the player if the hand includes a
winning combination of cards, wherein, if the negative card is in the
15 hand, the negative impact card cannot be part of any winning
combination.

20 36. The method of Claim 35, wherein dealing the hand to the player
includes dealing at least one of the first plurality of cards in the hand face-up to
the player.

25 37. The method of Claim 35, wherein dealing the hand to the player
includes dealing a plurality of the first plurality of cards in the hand face-up to
the player.

 38. The method of Claim 35, wherein dealing the hand to the player
includes dealing all of the first plurality of cards in the hand face-up to the
player.

30 39. The method of Claim 35, wherein replacing at least one of the
first plurality of cards includes displaying at least one of the replacement cards
face-up to the player.

40. The method of Claim 35, wherein the winning combination of cards includes at least one of the results selected from the group consisting of: a pair, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

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41. The method of Claim 35, which is operated via a data network.

42. The method of Claim 41, wherein the data network is an internet.

10 43. The method of Claim 35, wherein the cards are virtual and are displayed by a display device of a gaming machine.

44. The method of Claim 35, wherein computer instructions for implementing steps (a) to (e) are stored on a memory device.

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